

## CHANNEL FUNCTION

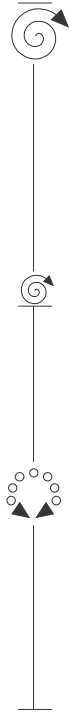
**SHARPY**

**NB:** To prevent accidental breakage of the effects, which could collide with each other during transport, before switching the projector OFF check that all the projector Channels have been excluded (DMX level = 0 bit).

CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	COLOUR WHEEL	COLOUR WHEEL
2	STOP / STROBE	STOP / STROBE
3	DIMMER	DIMMER
4	STATIC GOBO CHANGE	STATIC GOBO CHANGE
5	PRISM INSERTION	PRISM INSERTION
6	PRISM ROTATION	PRISM ROTATION
7	EFFECTS MOVEMENT	EFFECTS MOVEMENT
8	FROST	FROST
9	FOCUS	FOCUS
10	PAN	PAN
11	PAN FINE	PAN FINE
12	TILT	TILT
13	TILT FINE	TILT FINE
14	FUNCTION	FUNCTION
15	RESET	RESET
16	LAMP CONTROL (with Option "Lamp Dmx" ON)	LAMP CONTROL (with Option "Lamp Dmx" ON)
17		PAN - TILT TIME
18		COLOUR TIME
19		BEAM TIME
20		GOBO TIME

NOTE: On conclusion of resetting in case of absence of DMX signal, Pan & Tilt move to the "Home" position (Pan 128 bit - Tilt 128 bit ) all the others channels stay at 0 bit.

• COLOUR WHEEL - channel 1

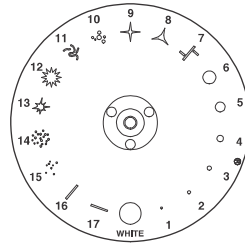


BIT	EFFECT
255	FAST ROTATION (160 rpm)
.....	.....
128	SLOW ROTATION (0.2 rpm)
124	BLUE + WHITE
120	BLUE
116	CTB 8000 + BLUE
111	CTB 8000
107	CTO 190 + CTB 8000
103	CTO 190
99	CTO 260 + CTO 190
94	CTO 260
90	CYAN + CTO 260
86	CYAN
82	MAGENTA + CYAN
77	MAGENTA
73	YELLOW + MAGENTA
69	YELLOW
64	PINK + YELLOW
60	PINK
56	LAVENDER + PINK
52	LAVENDER
47	LIGHT GREEN + LAVENDER
43	LIGHT GREEN
39	GREEN + LIGHT GREEN
35	GREEN
30	AQUAMARINE + GREEN
26	AQUAMARINE
22	ORANGE + AQUAMARINE
18	ORANGE
13	RED + ORANGE
9	RED
5	WHITE + RED
0	WHITE

• STATIC GOBO CHANGE - channel 4



BIT	EFFECT
255	GOBO 16 SHAKE FAST SPEED (600 bpm)
250	GOBO 16 SHAKE, SLOW SPEED (24 bpm)
249	GOBO 15 SHAKE FAST SPEED
244	GOBO 15 SHAKE, SLOW SPEED
243	GOBO 14 SHAKE FAST SPEED
237	GOBO 14 SHAKE, SLOW SPEED
236	GOBO 13 SHAKE FAST SPEED
231	GOBO 13 SHAKE, SLOW SPEED
230	GOBO 12 SHAKE FAST SPEED
224	GOBO 12 SHAKE, SLOW SPEED
223	GOBO 11 SHAKE FAST SPEED
218	GOBO 11 SHAKE, SLOW SPEED
217	GOBO 10 SHAKE FAST SPEED
212	GOBO 10 SHAKE, SLOW SPEED
211	GOBO 9 SHAKE FAST SPEED
205	GOBO 9 SHAKE, SLOW SPEED
204	GOBO 8 SHAKE FAST SPEED
199	GOBO 8 SHAKE, SLOW SPEED
198	GOBO 7 SHAKE FAST SPEED
192	GOBO 7 SHAKE, SLOW SPEED
191	GOBO 6 SHAKE FAST SPEED
186	GOBO 6 SHAKE, SLOW SPEED
185	GOBO 5 SHAKE FAST SPEED
180	GOBO 5 SHAKE, SLOW SPEED
179	GOBO 4 SHAKE FAST SPEED
173	GOBO 4 SHAKE, SLOW SPEED
172	GOBO 3 SHAKE FAST SPEED
167	GOBO 3 SHAKE, SLOW SPEED
166	GOBO 2 SHAKE FAST SPEED
160	GOBO 2 SHAKE, SLOW SPEED
159	FAST ROTATION (60 rpm)
118	SLOW ROTATION (5 rpm)
114-117	STOP
113	SLOW ROTATION (5 rpm)
72	FAST ROTATION (60 rpm)
68-71	GOBO 17
64-67	GOBO 16
60-63	GOBO 15
56-59	GOBO 14
52-55	GOBO 13
48-51	GOBO 12
44-47	GOBO 11
40-43	GOBO 10
36-39	GOBO 9
32-35	GOBO 8
28-31	GOBO 7
24-27	GOBO 6
20-23	GOBO 5
15-19	GOBO 4
12-15	GOBO 3
8-11	GOBO 2
4-7	GOBO 1
0-3	WHITE



• STOP / STROBE - channel 2



BIT	EFFECT
252 - 255	OPEN
239 - 251	RANDOM FAST STROBE
226 - 238	RANDOM MEDIUM STROBE
213 - 225	RANDOM SLOW STROBE
208 - 212	OPEN
207	FAST PULSATION (360 bpm)
.....	.....
108	SLOW PULSATION (30 bpm)
104 - 107	OPEN
103	FAST STROBE (12 flash/sec)
.....	.....
4	SLOW STROBE (1 flash/sec)
0 - 3	CLOSED

• PRISM INSERTION - channel 5

BIT	EFFECT
255	PRISM INSERTED 0%-100%: 0.36 sec
.....	.....
128	PRISM EXCLUDED
127	PRISM EXCLUDED
.....	.....
0	PRISM EXCLUDED

• DIMMER - channel 3



BIT	EFFECT
255	0%-100%: 0.02 sec
.....	.....
0	0%-100%: 0.02 sec

• PRISM ROTATION - channel 6



BIT	EFFECT
255	FAST ROTATION (43 rpm)
.....	.....
193	SLOW ROTATION (1.1 rph)
191 - 192	STOP
190	SLOW ROTATION (1.1 rph)
.....	.....
128	FAST ROTATION (43 rpm)
127	POSITION 540°
105	POSITION 450°
84	POSITION 360°
63	POSITION 270°
42	POSITION 180°
21	POSITION 90°
0	POSITION 0°

• EFFECTS MOVEMENT - channel 7

BIT	EFFECT
255	0%-100%: 0.33 sec
0	

• FROST - channel 8



BIT	EFFECT
255	FROST INSERTED
0	FROST EXCLUDED

0%-100%: 0.12 sec

• FOCUS - channel 9

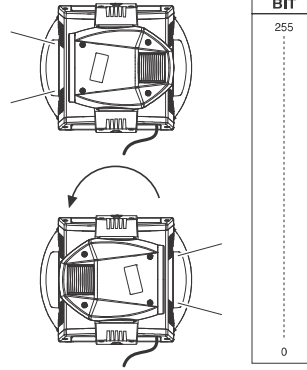


BIT	EFFECT
255	NEAR
0	DISTANT

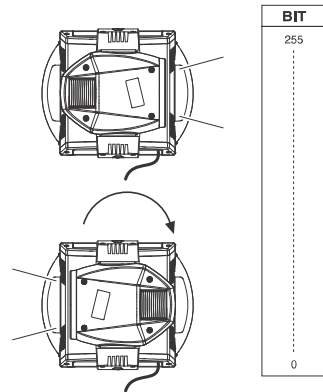
0%-100%: 1.11 sec

• PAN - channel 10

Operation with option InvertPan  $\diamond$  Off  
(Tilt conventionally represented at 14% and option Invert Tilt  $\diamond$  Off)

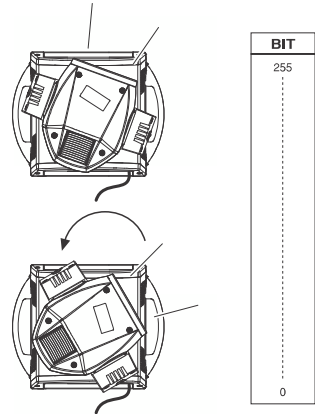


Operation with option InvertPan  $\diamond$  On  
(Tilt conventionally represented at 14% and option Invert Tilt  $\diamond$  Off)

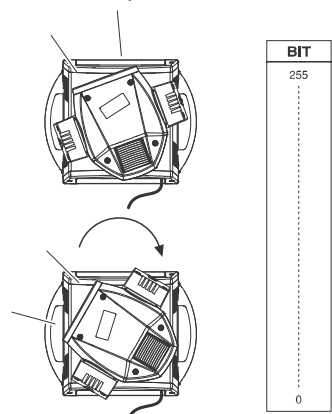


• PAN FINE - channel 11

Operation with option InvertPan  $\diamond$  Off  
(Tilt conventionally represented at 14% and option Invert Tilt  $\diamond$  Off)

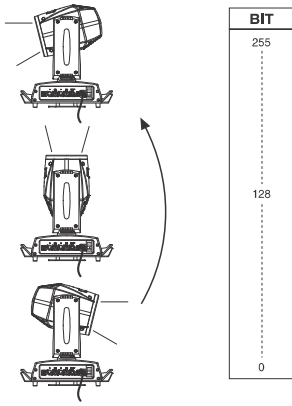


Operation with option InvertPan  $\diamond$  On  
(Tilt conventionally represented at 14% and option Invert Tilt  $\diamond$  Off)

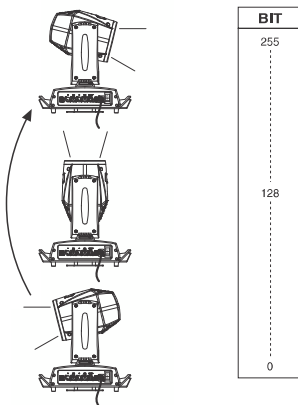


• **TILT - channel 12**

Operation with option Invert Tilt  $\diamond$  Off  
 (Pan conventionally represented at 0% and option Invert Pan  $\diamond$  Off)

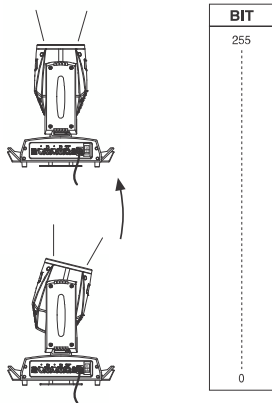


Operation with option Invert Tilt  $\diamond$  On  
 (Pan conventionally represented at 0% and option Invert Pan  $\diamond$  Off)

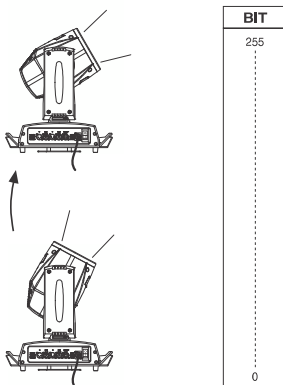


• **TILT FINE - channel 13**

Operation with option Invert Tilt  $\diamond$  Off  
 (Pan conventionally represented at 0% and option Invert Pan  $\diamond$  Off)



Operation with option Invert Tilt  $\diamond$  On  
 (Pan conventionally represented at 0% and option Invert Pan  $\diamond$  Off)



• **FUNCTION - channel: 14**

BIT	EFFECT	
255	UNUSED RANGE	
...		
63		
51-62		DIMMER CURVE FUNCTION
38-50		
25-37	PAN-TILT FUNCTION	
12-24		FAST (Default)
0-11	UNUSED RANGE	

The functions are activated passing through the unused range and staying 5 seconds in necessary level.

• **RESET - channel: 15**

BIT	EFFECT
255	COMPLETE RESET
...	Complete reset is activated passing through the unused range and staying 5 seconds in complete reset levels.
128	COMPLETE RESET
127	PAN / TILT RESET
...	Pan / Tilt reset is activated passing through the unused range and staying 5 seconds in Pan / Tilt reset levels.
77	PAN / TILT RESET
76	EFFECTS RESET
...	Effects reset is activated passing through the unused range and staying 5 seconds in Effects reset levels.
26	EFFECTS RESET
25	UNUSED RANGE
0	UNUSED RANGE

The functions are activated passing through the unused range and staying 5 seconds in necessary level.

• **LAMP CONTROL (only with option LAMP DMX On) - channel: 16**

**IMPORTANT:** SHARPY is not provided with hot restrike ignition

BIT	EFFECT
255	LAMP ON
...	Lamp switch-on passing through the unused range and staying 5 sec in Lamp ON levels.
101	LAMP ON
100	LAMP OFF
...	Lamp switch off passing through the unused range and staying 5 s in Lamp OFF levels.
26	LAMP OFF
25	UNUSED RANGE
0	UNUSED RANGE



The functions are activated passing through the unused range and staying 5 seconds in necessary level.

## TIMING CHANNELS

	Timing Channel	Channel function
17	Pan - Tilt time	Pan - Tilt - (Pan fine - Tilt fine)
18	Colour time	Colour wheel
19	Beam time	Dimmer - Frost - Prism
20	Gobo time	Static Gobo

## TIME TABLE

BIT	Seconds	BIT	Seconds	BIT	Seconds	BIT	Seconds	BIT	Seconds	BIT	Seconds
0	Full	43	8.6	86	24	129		172		216	170
1	0.2	44	8.8	87		130	41	173	58	217	
2	0.4	45	9	88		131		174		218	
3	0.6	46	9.2	89	25	132	42	175		219	180
4	0.8	47	9.4	90		133		176	59	220	
5	1	48	9.6	91	26	134		177		221	
6	1.2	49	9.8	92		135	43	178	60	222	190
7	1.4	50	10	93		136		179		223	
8	1.6	51	10.2	94	27	137	44	180		224	200
9	1.8	52	10.4	95		138		181	65	225	
10	2	53	10.6	96	28	139	45	182		226	
11	2.2	54	11	97		140		183	70	227	210
12	2.4	55		98	29	141	46	184		228	
13	2.6	56	12	99		142		185	75	229	220
14	2.8	57		100	30	143	47	186		230	
15	3	58	13	101		144		187	80	231	
16	3.2	59		102	31	145	48	188		232	230
17	3.4	60	14	103		146		189	85	233	
18	3.6	61		104	32	147	49	190		234	240
19	3.8	62	15	105		148		191	90	235	
20	4	63		106	33	149	50	192		236	
21	4.2	64	16	107		150		193	95	237	250
22	4.4	65		108	34	151	51	194		238	
23	4.6	66	17	109		152		195	100	239	260
24	4.8	67		110	35	153	52	196		240	
25	5	68	18	111		154		197	110	241	
26	5.2	69		112	36	155	53	198		242	270
27	5.4	70	19	113		156		199	120	243	
28	5.6	71		114	37	157	54	200		244	280
29	5.8	72	20	115		158		201	130	245	
30	6	73		116	38	159	55	202		246	
31	6.2	74	21	117		160		203	140	247	290
32	6.4	75		118	39	161	56	204		248	
33	6.6	76	22	119		162		205	150	249	300
34	6.8	77		120	40	163	57	206		250	
35	7	78	23	121		164		207	160	251	
36	7.2	79		122	41	165	58	208		252	310
37	7.4	80		123		166		209		253	
38	7.6	81	24	124		167		210		254	
39	7.8	82		125	42	168	59	211		255	Follow cue Data
40	8	83		126		169		212			
41	8.2	84	25	127		170		213			
42	8.4	85		128	43	171		214			
								215			